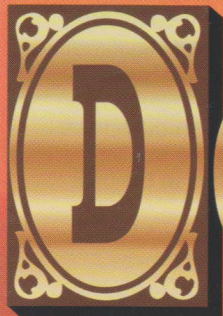
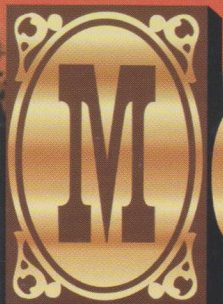




Mad

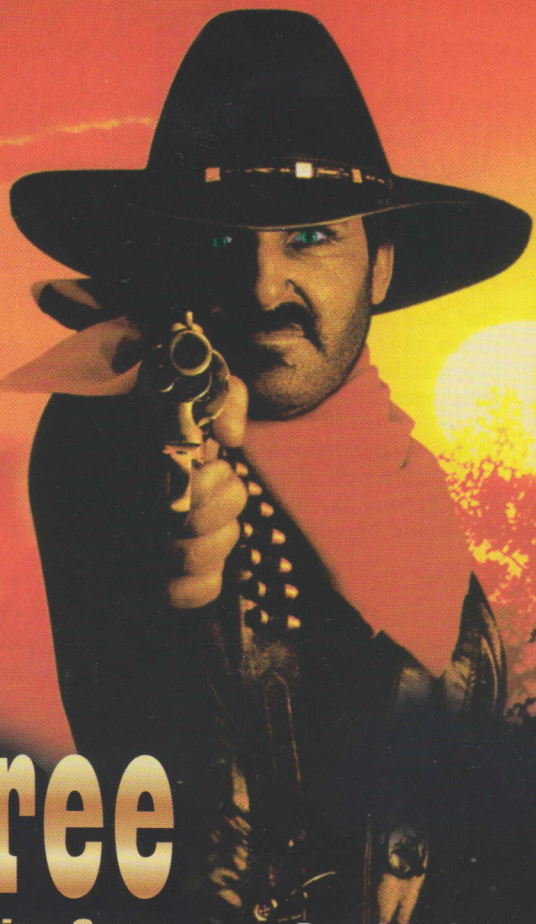


Dog



McCree

Shooting Game



*Based on the
Arcade Smash
Hit by*



DIGITAL
Leisure
Inc.

DVD
VIDEO GAME

Mad Dog McCree

Mad Dog McCree is a groundbreaking DVD release that allows you to play a fully interactive version of the classic laser-disc arcade shooting game using your controller.

THE OBJECT

That lowdown dirty sidewinder Mad Dog McCree and his band of cutthroats have ridden into town, kidnapped the Mayor and his daughter, and taken them to his hideout. These hombres are mean and vicious. What this town needs is a gunslinger to spray a little lead in harm's way.

Using your controller to aim and fire, you'll have to make your way through town, rescue the sheriff who has been locked in jail and then make your way to Mad Dog's hideout. But only the best shooters will meet Mad Dog McCree in the final showdown - just be sure your Colt .44 six-shooter is loaded!

MENUS

To start the game, simply place the Mad Dog McCree disc in your DVD player. The introduction video will play which may be skipped by pressing the Enter button. Once the menu appears, you may select one of the choices by using your controller. The options include:

Play

This menu selection allows you to play the full version of Mad Dog McCree using your remote to control the targeting of your gun. You will be asked to select "Deputy" or "Gunslinger". The "Deputy" selection will give you more time to move the gun-sight on the screen before the shot must be made. This difficulty setting may be the only level possible on many DVD players with Infra-Red remote controllers as they typically don't respond as fast as controllers that are directly connected to the DVD player (such as the PlayStation 2).

Previews

See trailers for current and upcoming interactive DVD-Video game releases from Digital Leisure.

Exit

Select this option to view the introduction video.

REGISTER NOW!

*You may register this program on-line at <http://www.digitalleisure.com>.
We highly recommend you do this so that we can advise you of new
program versions, new releases and special offers.*

CONTROLS

When in a situation where you need to use your gun, a gun-sight will appear on the screen. Use the directional buttons for the directions left, right, up and down and use "Enter" to fire your gun. There are many variations on the naming and placement of these buttons between different DVD controllers but the directional buttons will be the same ones that allow you to move between menu items when the menu is displayed and the "Enter" button (sometimes called "Play") will be the button that selects a menu option.

PAUSING THE GAME

You can pause and resume the game using the "Pause" and "Play" buttons.

STOPPING THE GAME

Pressing the Stop button will generally stop the game and turn the DVD Player off. Starting the game again (typically by pressing Play) will continue where you left off. In this case, the Mad Dog McCree disc must be left in the player.

To quit the current game and return to the main selection menu, press Title.

PLAYING THE GAME

When playing Mad Dog McCree remember that you must very quickly move your gun-sight when it appears on the screen, which you can do by repeatedly pressing the directional arrows on your controller. When your sight is in the position where you want to shoot, press the Enter button and the sight will change to a bullet hole. If you have shot in the correct place, the game will continue, otherwise you will die.

When the game begins, you will meet the Prospector and will almost immediately have to save him from two of Mad Dog's men. When the gun-sight appears, move it quickly to the right so that it is over top of the first shooter and then press Enter to fire. If you are successful with the first shooter, keep the sight in the same position and shoot the second man. The Prospector will be thankful and give you some information to start you on your mission.

If the Prospector continually gets shot, you are either not positioning your sight in the correct location or you are not pressing Enter soon enough. Try again but position the sight in a different location and make sure you see the bullet hole when the Enter key is pressed. If you find that you are continually dying at a

certain point in the game then you know that you must make a move just before this point. Take note of where the shooter is on the screen when you die and next time through, try positioning the sight and firing at that position on the screen. Remember not to shoot the innocent bystanders!

You are given three lives and once you have used them all, you will be given a chance of continuing the game but you must first survive a showdown.

On some systems when you press a key when the gun-sight is not displayed (which means it's not time for a move yet) you will get a message on your screen saying the key press is not being accepted. This shouldn't affect the game.

Typically there will be a short pause in the video whenever a move is made. The duration of this pause varies from machine to machine but currently there is nothing that can be done to eliminate it. We're hopeful that future generations of DVD movie players will be optimized to handle this situation and will eliminate the pause.

All of the scenes from the original game are included in this DVD-Video version.

HINTS

The following may help you if you find you are getting stuck at certain areas of the game. We suggest you don't read any further in this section until you have played the game and only then if you find you are having trouble getting through a certain area of the game.

When playing the Corral, Bank, Cliff and other scenes that have enemies popping up at random locations, try to recenter your gun-sight after every successful shot you take so that you are in better position to move for the next shot.

At the start of the Corral scene, there is a shooter that you can't see at the window. As soon as you've successfully defeated the first two shooters, move quickly to the window and fire.

When at the Mine, move the gun-sight while the Prospector is talking and shoot out the lantern. Listen to what he has said and then very quickly move to that item as soon as the gun-sight is again displayed on the screen and shoot at the item.

Take a close look at the map to Mad Dog's hideout as it will be a guide as to which way to go when at the blank signposts.

When at Mad Dog's hideout, you will need to shoot out the smokestack to force all of Mad Dog's men out of the building.

Troubleshooting

If you are having troubles getting the game started or seeing any video, make sure to switch your TV so that it displays the video from your DVD-Video player. Also, make sure to select the DVD input in your A/V receiver especially when you have a controller that controls several different devices in addition to DVD player such as your television or audio system.

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Mad Dog McCree DVD-Video was authored by David Foster, Paul Gold and Wayne Lee at SiLc DVD Solutions.

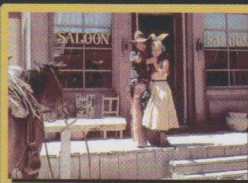
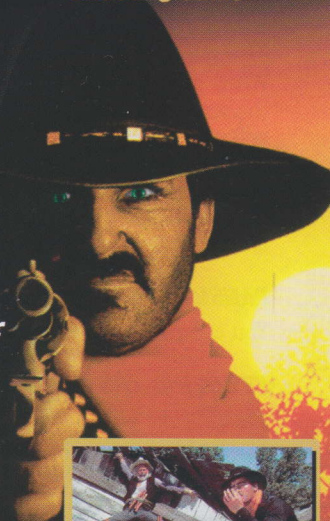
Mad Dog McCree

Shooting Game



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FEATURES INCLUDE:

- **First time ever released for DVD**
- **Incredible video quality**

- **Real Motion Picture Action!**
- **Use your controller to aim and fire**

www.digitalleisure.com

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